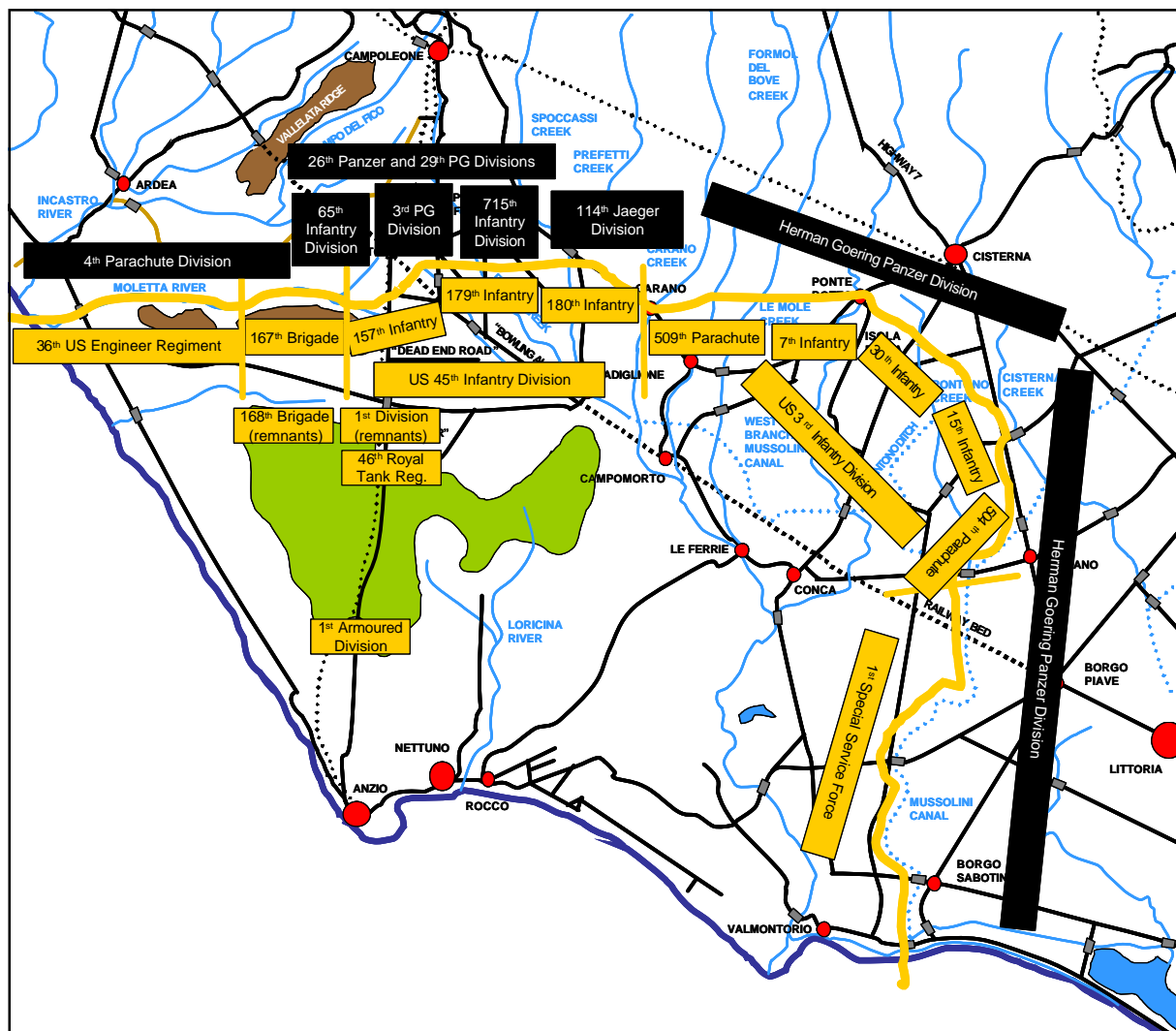


## Scenario 18: Fischfang Day 1 - B 16th February 1944

From their positions in the Factory, the Germans could look down on the trenches of the US 179th Regiment. As Operation Fischfang began, groups of German tanks would suddenly emerge from the network of roads in the town, fire down into the American trenches, and then withdraw into cover to replenish their ammunition before any shots could be returned. As the panzers kept US heads well down, German infantry began infiltrating the American positions along the lines of the La Ficocchia Creek (3rd Battalion, 179th) and the Carroceto Creek (2nd Battalion, 179th).

The forward outposts of the 179th were gradually pushed back, and although some waves of German infantry were broken up by artillery fire, others kept driving forward. Companies F & G of the US 179th, positioned astride the gully containing the Carroceto Creek, were forced to pull back (Company F had lost all their machine guns and were down to thirty men); and Company I only escaped encirclement when a platoon from Company L was sent forward to help them break out of the ring of troops the Germans had thrown around them.

The advancing Germans, however, were suffering heavy casualties. The Infantry Lehr Regiment was hit by artillery, lost many of its officers, and broke and fled the field. It may have been one of Hitler's demonstration regiments, but it had never been under fire before. Observers from the US 160th Field Artillery Battalion called in fire from 144 guns from across the Allied positions, targeting German infantry concentrations near the Factory, and knocked out or damaged eight



German tanks during the course of the day. The US 191st Tank Battalion was also doing stirring work: for the loss of seven tanks, the 191st knocked out fifteen German tanks, with attached anti-tank guns accounting for seven more. These casualties, together with the fact that the frosty ground was melting into a quagmire, led to the Germans gradually easing off their attacks on the 179th south of the Factory. Their forces withdrew to reorganise and concentrate their efforts on the axis of the Via Anziate.

To the right of the 179th, the 180th Infantry Regiment, positioned along the Carano Road, was also attacked. Two companies of German infantry attempted to infiltrate their positions along the various streams and irrigation ditches, but were halted by a combination of direct machine gun fire and indirect artillery fire onto pre-arranged co-ordinates.

The Germans had also made diversionary attacks towards the British 167th Brigade holding the ground to the west of the main road south. The 3rd Battalion of the 12th (Sturm) Regiment attacked across the Moletta River, overrunning the forward companies of the 8th Royal Fusiliers and 7th Ox & Bucks. No effort was made to exploit this penetration, however, and the 168th Brigade, now fighting in one composite battalion, was brought forward for a counterattack. Later in the morning, the German 10th Parachute Regiment struck south from the Buonriposo Ridge, again managing to penetrate the British-held line, but their advance (almost as far as the lateral road just in front of the Padiglione Woods) was halted by 46th Royal Tank Regiment.

The Germans were also making more diversionary attacks on the other side of the beachhead position. The first, from two companies of the Parachute Demonstration Battalion attached to the Hermann Göring Panzer Division supported by nine Panzer IV tanks, impacted between the 2nd Battalion, 7th US Infantry and 3rd Battalion, 30th US Infantry near Ponto Rotto, but was driven back by accurate artillery fire, with almost all the German infantry either captured or killed. A second wave was then launched by the Hermann Göring Reconnaissance Battalion, which managed to penetrate the line between Company K, 30th Infantry and Company E, 7th Infantry, but this was again driven back by accurate artillery fire. Tanks from the US 751st Tank Battalion had also knocked out five enemy tanks and a half-track. By evening, the American line of defence had been re-established through a series of small, local counter-attacks. The US 509th Parachute Infantry, on 3rd Division's left flank, also repelled various attacks throughout the day.

When the attack started, Sgt. Charles W. Keyser, in charge of three tanks of Company A, 191st Tank Battalion, was located behind a farmhouse 600 yards from the Factory. His No. 2 tank was knocked out in the morning by an artillery shell. At noon, enemy infantry worked down the ditch beside the road to the farmhouse. Turning the turret of his No. 1 tank he fired a 75-mm. shell which grazed the house and exploded in the midst of the enemy. A second attempt to take the house was broken up with hand grenades. Two enemy tanks approached down the road. Concealed by the cloud of dust around the house Sergeant Keyser moved his No. 1 tank out, knocked out one enemy tank with three rounds, and with four rounds set the other on fire. Well-placed shells disposed of the crews as they attempted to escape. At 1430 No. 3 tank received a direct hit. Sergeant Keyser's radio, which he had been using to direct artillery fire, was damaged and he failed to receive the order from his platoon leader, 1st Lt. William E. Nangle, to withdraw. At 1615 six more enemy tanks appeared. Laying his own smoke screen the sergeant tried to make a run for it across country. Three hundred yards from the house his tank was hit and his driver killed. Badly burned, Sergeant Keyser hid in a ditch until after dark when he got back to his battalion.

From *American Forces in Action: Anzio Beachhead* by the Historical Division of the War Department

On 3rd Division's right flank, the US 504th Parachute Infantry was attacked by two companies of enemy infantry that had worked their way down the Cisterna Creek in the opposite direction to the unfortunate Rangers (see Scenario 7), and another attacking across the Mussolini Canal. At the same time, the 1st Special Service Force, supported by Company C of 894th Tank Destroyer Battalion, was attacked at bridges near where the Canal split into its northern and western arms. Although two outposts on the German side of the canal were wiped out, the Germans failed to penetrate the main Allied line, and retreated with heavy losses.

### **Introduction**

This scenario will focus on the Herman Göring Panzer Division's attacks on the point between the US 7th and 30th Infantry Regiments. It will be a simple attacker and defender scenario, but the American line will have a gap in it that the Germans may be able to exploit.

### **Map & Terrain**

Most of the map is open fields. The brown lines represent rough dirt tracks that act as field boundaries. There is the occasional patch of low scrub along the field boundary tracks, but otherwise the only cover on the table comes from the odd fold in the ground. The blue line represents a deep irrigation ditch.

There are three whitewashed, stone farmhouses on the table. The white areas represent the yards around the farmhouses. They are cleared areas of packed dirt with the odd bit of agricultural debris on them. The green line represents a low hedge.

All ground is waterlogged: the Vehicle Breakdown card applies to any vehicle not on a road or dirt track.

### **Initial Dispositions**

The troops from US 7th Infantry may deploy anywhere on the map south of the main road and west of the yard area surrounding the westernmost farmhouse. The troops from US 30th Infantry may deploy anywhere on the map south of the main road, and east of the yard area surrounding the easternmost farmhouses. There will thus be a significant gap in the American line along the axis of the smaller road running south. Both infantry forces are dug in to good quality slit trenches and weapon pits, and start the game under concealed Blinds.

The American tank destroyer reinforcements will arrive from the table's southern edge along the smaller road. They will be under two Blinds: one for the reconnaissance vehicle, one for the tank destroyers themselves.

The German force enters the table anywhere along the northern edge under Blinds. They have one Blind per platoon, plus 1d3 False Blinds. One infantry platoon may be assigned to infiltrate along the irrigation ditch under a concealed Blind that is automatically placed on the table as a Blind when they either leave the ditch, are spotted within the ditch, or reach the main road.

### **Objectives & Victory Conditions**

The German objective is to hold the axis of attack through the American defensive line open for long enough for follow-up troops to exploit the situation. The Germans therefore win the game if at the end of the battle they hold (i.e. have infantry units with at least one initiative dice within them) two or more of the three farmhouses.

The American objective is to hold their defensive line intact. The American player should quickly realise that their line has a large hole in it, and should react to plug the gap accordingly. They therefore win the game if all three farmhouses are in their hands (i.e. have infantry units with at least one initiative dice within them) at the end of the battle.

The game ends after fifteen appearances of the Turn Card unless, of course, the result has already been decided before that point.

### Special Rules

The American tank destroyer reinforcements will arrive on the sixth appearance of the Turn Card.

The American MMGs act on the card of the platoon they are attached to, whether or not they are actually physically with the platoon.

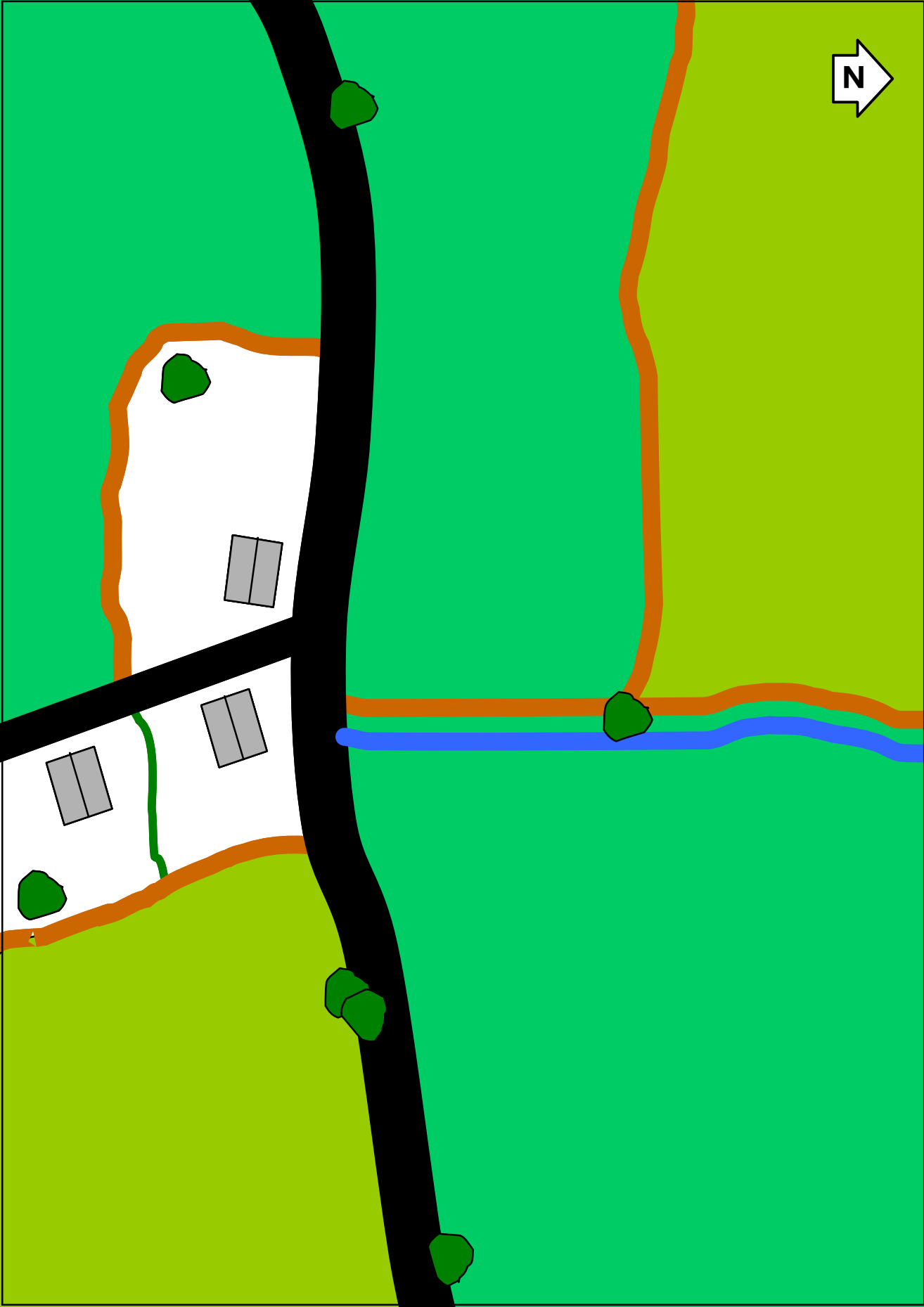
### Notes on Big Men

All the American Big Men are from the correct regiment, although not necessarily from the correct companies! The Germans are more WW1 air aces.

### The Cards

<b>Game Cards</b>	<b>American Cards</b>	<b>German Cards</b>
Tea Break	Blinds	Blinds
Vehicle Breakdown	<i>30th Infantry</i>	Big Man x 4
Turn Card	Big Man x 2	Company HQ
	1st Platoon	1st Platoon
	2nd Platoon	2nd Platoon
	FOO	3rd Platoon
	<i>7th Infantry</i>	Support Platoon
	Big Man x 2	Panzer Platoon
	4th Platoon	Blitzkrieg
	5th Platoon	Rapid Deployment
	Sniper	MMG Bonus Fire
	<i>Reinforcements</i>	Mortar Bonus Fire
	Big Man x 1	Rally
	Tank Destroyers	Dynamic Commander
	3rd Platoon	
	<i>General</i>	
	Off Table Artillery	
	Rapid Deployment	
	Dynamic Commander	

Scenario 18: Map





## Scenario 18: US Briefing

You are 1st Lieutenant Alfred Pringle, commanding Company K of the 30th Infantry. It is February 1944, the 16th, and you know that you can soon expect another attack from the enemy.

The 30th landed at Anzio as part of the force whose aim was to strike the rear of the Germans holding the Gustav line stretching across central Italy. It was an inspired strategy, but one that has unfortunately not paid off. With their usual Teutonic efficiency, the enemy was able to quickly throw a “ring of steel” around the beachhead: a ring that has resisted all efforts to shift it. You took part in several of the actions designed to break through the German lines, and can testify as to the fierceness of their defence.

Unable to break through, the Allies have now gone on the defensive and, for the past week or so, the 30th has fought off several probing attacks from German forces around Cisterna. High Command have let it be known that a major German counter-attack is brewing, and that it will fall either on the 45th Division to your left, or on to you! It would be good if they knew which but, hey, that's High Command for you.

You hold the end of the 30th's line. To your left are some Cottonbalers, and you and the guy in charge over there have made sure your men don't get mixed in together. Now you can see movement from in front of your trenches. Looks like the Germans are coming forward again.

### **Map & Terrain**

Most of the map is open fields. The brown lines represent rough dirt tracks that act as field boundaries. There is the occasional patch of low scrub along the field boundary tracks, but otherwise the only cover on the table comes from the odd fold in the ground. The blue line represents a deep irrigation ditch.

There are three whitewashed, stone farmhouses on the table. The white areas represent the yards around the farmhouses. They are cleared areas of packed dirt with the odd bit of agricultural debris on them. The green line represents a low hedge.

All ground is waterlogged: the Vehicle Breakdown card applies to any vehicle not on a road or dirt track.

### **Initial Dispositions**

The troops from US 7th Infantry may deploy anywhere on the map south of the main road and west of the yard area surrounding the westernmost farmhouse. The troops from US 30th Infantry may deploy anywhere on the map south of the main road, and east of the yard area surrounding the easternmost farmhouses. Both infantry forces are dug in to good quality slit trenches and weapon pits, and start the game under concealed Blinds.

Your reinforcements will arrive from the table's southern edge along the smaller road.

### **Objectives & Victory Conditions**

Your objective is to hold your defensive line intact. Whether you win the game or not will depend on you identifying how best to do this, and then doing it!

### **Off-Table Artillery**

You have unlimited fire missions from three 105mm guns.



**Elements of Company K, 30th Infantry**

*1st Platoon*

1st Lieutenant Alfred Pringle\* (1d6)  
2 x Rifle Squad (10 men each)  
1 x Bazooka (2 crew)  
1 x FOO

*2nd Platoon*

Lieutenant Art Schmidt\* (1d6)  
2 x Rifle Squad (10 men each)  
1 x MMG (3 crew)

**Elements of Company E, 7th Infantry**

*4th Platoon*

1st Lieutenant Garlin Murl Connor\* (1d6)  
2 x Rifle Squad (10 men each)  
1 x Bazooka (2 crew)  
1 x Sniper

*5th Platoon*

Lieutenant Russ Cloer\* (1d6)  
2 x Rifle Squad (10 men each)  
1 x MMG (3 crew)

**Reinforcements from 191st Tank Destroyer Battalion & US 30th Infantry**

*Tank Destroyer Platoon*

Sgt. Charles W. Keyser\* (1d4)  
2 x M10 Wolverine

*3rd Platoon*

2 x Rifle Squad (10 men each)

Troops/Dice	0	1	2	3	4
7th & 30th Infantry	1, 2, 3, 4	5	6, 7	8, 9, 10	-

Vehicle	AC	Weapon	Calibre	Speed
M10 Wolverine	4	9	76.2mm	Fast

Infantry AT	0-4"	4-8"	8-12"	12-16"	16-24"
Bazooka	8	8	8	8	-
Infantry Section	2	-	-	-	-
MMG	2	2	2	1	1